

# STATSGO processed to 9-km resolution ...

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[knemunai](#) 50 posts since

Apr 16, 2008 I noticed yesterday that the 9-km STATSGO soil texture file I created using the data processing programs has created 2 random sand pixels in the Atlantic Ocean despite the land mask (at 1-, 3-, and 9-km resolution) not having any islands at those locations. The pixels are not present in the 3-km soil file I created nor the original 1-km dataset. I even reran it and the 2 lonely pixels are still there. I don't know if they belong somewhere else or if they are extras. Should I just attempt a 9-km run and see if LIS crashes to determine if it will be a problem? Technically with the land mask being water there, they shouldn't matter unless they belong on land and there are missing values on land. Has anyone else run into this? **Attachments:**

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[statsgo9.gif](#) (49.3 K)

Tags: statsgo

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Apr 16, 2008 [1](#). **Re: STATSGO processed to 9-km resolution** Aug 26, 2008 12:57 PM

The 2 random pixels are also apparent in 9-km tbot, but not other parameter files.

[sujoy](#) 118 posts since

Sep 20, 2007 [2](#). **Re: STATSGO processed to 9-km resolution** Aug 26, 2008 2:06 PM

These points should not create a problem with your runs. The running domain is generated based on the specified landmask.